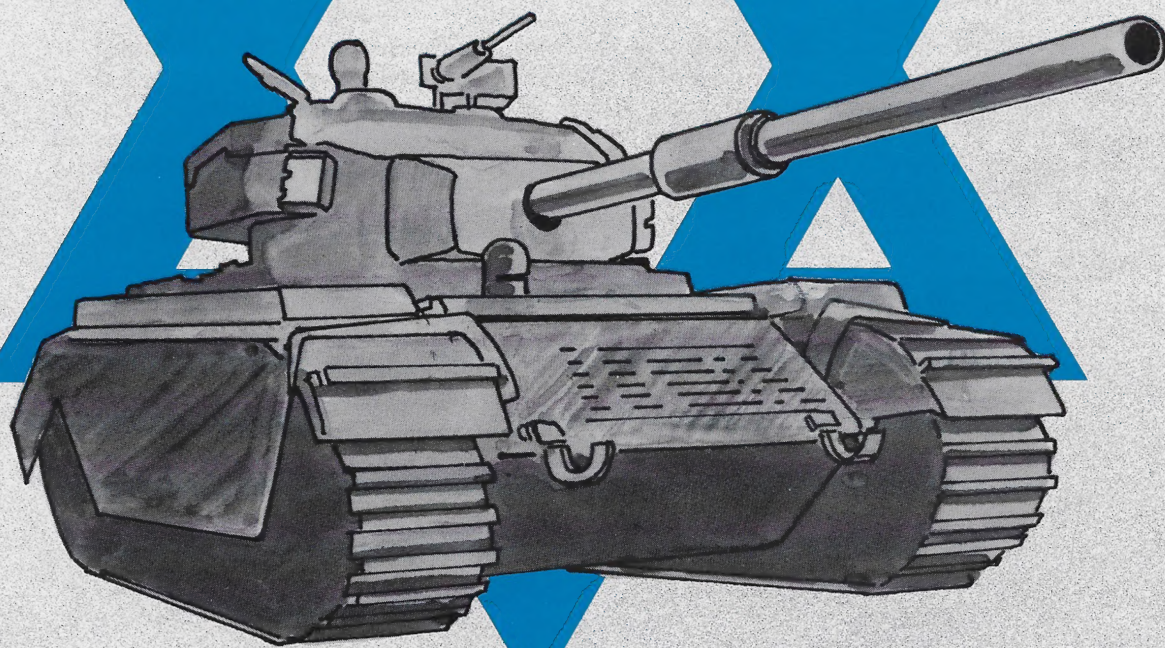A COMPUTER STRATEGY GAME OF THE ISRAELI COUNTERATTACK

SOUTHERN

RULE BOOK

COMMAND

TO CROSS THE SUEZ CANAL DURING THE OCTOBER WAR OF 1973

SSI

STRATEGIC SIMULATIONS INC.

LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the diskette proves defective in any way, you may return it to Strategic Simulations, Inc., 465 Fairchild Drive, Suite 108, Mountain View, CA 94043 and SSI will replace it free of charge. In addition, if the diskette proves defective at any time after the first 30 days, return the diskette to SSI and SSI will replace it for a charge of $10.00. Please allow about four weeks for delivery.
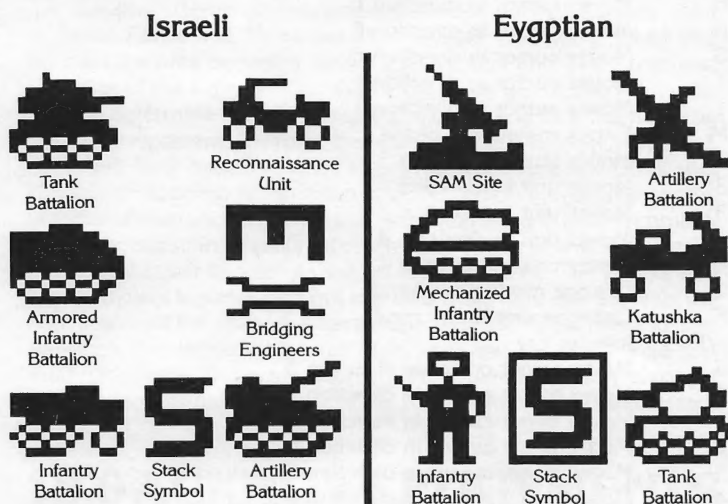
TABLE OF CONTENTS

1.0 INTRODUCTION

SOUTHERN COMMAND is a battalion level simulation of the Israeli crossing of the Suez Canal during the Yom Kippur War. A 39 × 28 hexagonal grid map, representing 1 mile per hex, is used to regulate movement and resolve combat. Each day turn represents 3 hours of real time, while each night turn represents 6 hours of real time. A Terrain Effects Table (see 4.3) summarizes how the features on the map affect movement and combat of the units. Tables have been provided (see Appendix) to explain in detail the system of combat, although the computer automatically calculates, displays and implements combat results as they occur. Only legal moves will be displayed and accepted, so the details involved in movement and combat could be studied as play proceeds, with the player(s) consulting the rules as the need arises.

2.0 GETTING STARTED

The Israeli Forces are set up on the top (East) of the map with the Egyptian Forces at the bottom (West).

2.1 UNIT TYPES

Israeli: Tank Battalion, Reconnaissance Unit, Armored Infantry Battalion, Bridging Engineers, Infantry Battalion, Stack Symbol, Artillery Battalion

Eygptian: SAM Site, Artillery Battalion, Mechanized Infantry Battalion, Katushka Battalion, Infantry Battalion, Stack Symbol, Tank Battalion

2.2 COMMAND KEYS

All commands in the game are made by hitting a single key (or a single key with the CONTROL key held down). The keys 1 to 6 control the movement of a unit or the cursor.
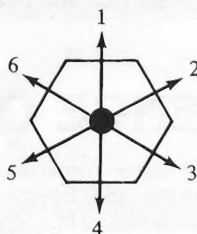
The keys which are used during the various phases are:

THE GLOBAL KEYS

These keys can be used during the game when a cursor is flashing on the screen. All global keys are reversible — the game will be restored if the key is hit twice.

IMPORTANT: c/KEY indicates that the key is hit with the control (CTRL) key held down.

B : Switch to black & white/color — (this key also affects the strategic display)

P : Draw strategic map
T : Clear units from terrain
F : Switch to text/full screen
c/M : Automatic move on/off
c/P : Combat pause on/off
c/S : Sound on/off

NOTE: (SPC) indicates the space bar. By hitting (SPC) the player will return the game to a flashing cursor (such as during the scrolling operation or during a mode change). The (SPC) key will never cause a fatal action to occur.

Another set of keys which may be used when the white cursor is flashing is called the:

NORMAL GAME KEYS

1 to 6 : movement keys

0 : will center the screen on the cursor

(S)croll Key

When S is hit the scroll mode is activated. The following keys can then be used to move round the map:
1..9 A..C will draw the appropriate screen and return from scroll mode. The screens are numbered from left to right and from top to bottom.
0 will center the screen on the cursor and return.
I, J, K and M will scroll the map in the direction indicated. This scrolling can be paused by hitting the S key again. (SPC) will return from scroll mode.

(E)xamine

The characteristics of the Friendly unit the cursor is on will be displayed on the text screen.

(M)ove

The unit the cursor is on will enter the movement phase (if legal).

c/A : Initiate Israeli airstrike
c/E : Allows the phasing player to end the player turn at which point the player may continue, return to the player-turn in progress or save the game.
c/S : Will activate the save game option.
c/V : Victory points will be displayed.

The following keys can be used to move a unit and are called the:

MOVEMENT KEYS

M : will switch movement to the second unit in a stack if both units in the stack have yet to move.

1 to 6 : movement keys

0 : will center screen on unit

(S)croll

Use this key as described before except that the moving unit will be kept on the screen.
I, J, K and M will move the screen in direction indicated.
0 will center screen on unit.
(SPC) will return.

X : exits unit from movement phase without combat (may only be used if unit has expended movement points during the turn, otherwise you must leave a unit and then end your turn if you wish a unit which starts adjacent to an enemy unit to avoid combat).

Q : exits unit from movement phase with combat.

c/C : engage in combat without moving and do not end the unit's movement phase (if possible).

c/F : enter fire phase (also used to execute a fire mission or airstrike) (see 7.0).

c/O : enter order phase (see 4.6)

C : change mode (see 4.2).

c/H : hidden mode key (see 4.4).

(SPC) can be hit to return to a cursor mode after a pause or after a global key is hit. (SPC) will never cause an action to occur that will affect play adversely.

NOTE: The player may use (ESC), the escape key, to switch between the movement and normal phases (the player is in the normal phase whenever he is able to use the normal keys, i.e. not moving a unit). Going to the movement phase the Auto-move will be switched on, and exiting the movement phase the Auto-move function will be switched off (see 4.7).

2.3 UNIT MODES

There are eight modes that a unit may be in (although some units may not enter one or more of these modes) (see 4.1).

CODE

Prepared Defense	: **PDEFN**	: only possible during initial setup.
Defense	: **DEFN**	: only during the orders phase.
Reorganization	: **REORG**	: only during the orders phase.
Normal	: **NORM**	
Transport	: **TRANS**	
River	: **RIVER**	
Fire	: **FIRE**	
Attack	: **ATTCK**	

2.4 STARTING UP (DOS 3.2 or DOS 3.3)

Insert the disk in drive #1 and turn on the computer. Users without Autostart will have to boot the disk manually. Apple II owners with the language card must use the BASICS disc. Apple III owners must first go into Apple II emulation mode. Once the disk has been booted the menu will appear, listing the game options. By pressing the appropriate number keys the player(s) can set up a scenario. By selecting the AUTO function and starting the game the player(s) can watch the computer play itself. This is a useful way to become familiar with the features of the game.

2.5 GAME EQUIPMENT

The contents of this game include:
1 box
1 rule book
1 5¼" game disk
1 mapboard card
1 game information card

2.6 SAMPLE TURN

The following is a step-by-step description of a sample Israeli first turn. To set up the game, boot the disc and when the menu appears type 1 and then press the space bar. When the map appears follow the actions given below:

Order	Description of Action
E	This will examine the unit under the cursor
4	Moves cursor in direction 4
4	Moves cursor in direction 4
4	Moves cursor in direction 4
4	Moves cursor in direction 4 / at this time you will see enemy units
F	This gives you a full screen so you may see more enemy units
F	Back to text screen
ESC	This will turn on auto move and move you to the closest Israeli unit for movement / the first unit is now ready to move / notice that since your tank is in transport mode it may only move in directions 1 and 4
4	Moves unit in direction 4
5	Moves unit in direction 5

4	Moves unit in direction 4
4	Moves unit in direction 4
4	Moves unit in direction 4
C	Change mode command
F	Changes unit to fire mode
c/F	Initiates fire
3	Moves target cursor in direction 3
4	Moves target cursor in direction 4 / now over target
c/F	Execute fire / unit will fire, end its turn and the next unit for movement will be displayed
4	Moves unit in direction 4
4	Moves unit in direction 4
5	Moves unit in direction 5
4	Moves unit in direction 4
4	Moves unit in direction 4
4	Moves unit in direction 4
4	Moves unit in direction 4
C	Change mode command
N	Changes unit to normal mode
c/C	Unit attacks enemy unit
SPACE	Unit ends its turn (no movement points remaining after combat) / displays next unit for movement
ESC	Turns off auto move, exits the movement phase and enters the normal phase
6	Moves cursor in direction 6
6	Moves cursor in direction 6
6	Moves cursor in direction 6
6	Moves cursor in direction 6
1	Moves cursor in direction 1
1	Moves cursor in direction 1
M	Enters movement phase
3	Moves unit in direction 3
3	Moves unit in direction 3
3	Moves unit in direction 3
4	Moves unit in direction 4
4	Moves unit in direction 4
C	Change mode command
F	Changes unit to fire mode
c/F	Initiates fire
5	Moves target cursor in direction 5
5	Moves target cursor in direction 5
5	Moves target cursor in direction 5
5	Moves target cursor in direction 5
5	Moves target cursor in direction 5
4	Moves target cursor in direction 4
4	Moves target cursor in direction 4
4	Moves target cursor in direction 4
c/R	Executes fire / unit will fire, end its turn but the cursor will return to the firing unit / since auto move is off you are now in the normal phase
c/E	This will allow you to end your turn
E	This will end the Israeli turn and move on to the Egyptian player turn

3.0 SEQUENCE OF PLAY

Each game is played in Game-Turns, each of which consists of Player-Turns (one Israeli and the other Egyptian) plus an initial setup phase. The Israeli player always moves first. The player whose Player-Turn is in progress is called the Phasing Player.

3.1 Initial Setup

If the Free Setup Option has been chosen, the player(s) will be able to move units from the historical positions. (see 14.0)

3.2 Israeli Player-Turn

The Player-Turn is made up of a number of phases. Once a unit begins moving, the Order or Artillery phases may be activated.

Airstrike Phase (c/A):

The Israeli player may call airstrikes on Egyptian positions. (see 8.0)

Movement Phase:

A unit may now be moved. Combat takes place during this phase.

Order Phase (c/O):

At the beginning of a unit's move it may be ordered to change mode or receive a delayed movement or fire order (see 4.6).

Artillery Phase (c/F):

At any time a unit, in fire mode, with a range greater than zero may fire its heavy weapons (see 7.0).

3.3 Egyptian Player-Turn

The Egyptian Player now repeats the phases outlined in 3.2 except that during the Airstrike phase the Egyptian player will be asked whether or not he wishes to commit his airforce to be used during the following Israeli Player-Turn (see 8.0).

At the end of each Game-Turn the player(s) will be given the option to save the game.

4.0 MOVEMENT

During a Movement Phase the Phasing Player may move as many or as few units as he desires. Each unit has a number of Movement Points (MP's) that may be expended in various ways during the phase.

If any unit enters an Enemy Controlled Hex (ECH) it must engage in combat (exception 4.10); and if, after combat, it still has MP's remaining, it may move and/or engage in combat again.

A unit's mode will affect the number of MP's it has and the way they will be expended.

During the movement phase the following information is displayed on the screen:

TERN: (terrain)	**MVAL:** (movement allowance remaining)
TYPE: (of unit)	**STRN:** (strength of unit)
MODE: (of unit)	**EFFY:** (efficiency of unit)
TURN: (no. & in inverse if night)	**RNGE:** (range of unit)

On the right side of the screen the possible moves are displayed with the hexside type indicated in:

NORMAL: if movement is possible

INVERSE: if movement is not possible

FLASHING: if the unit is in an ECH with an Enemy unit that may be engaged in combat

4.1 Movement points

The following table indicates the number of MP's available to a unit in all its possible modes.

MODE	PDEFN	DEFN	NORM	TRANS	RIVER	ATTCK	REOR	FIRE
UNIT:								
ISRAELI								
TANK	2	2	8	12	3	3	2	4
S P G	*	*	*	10	3	*	*	5
A P C	2	2	6	10	3	3	2	3
HFTRK	2	2	6	10	3	3	2	3
BRIDG	*	*	3	5	3	*	*	*
RECON	*	*	10	15	5	*	*	*
EGYPTIAN								
TANK	2	2	8	12	*	3	2	4
B D M	2	2	6	10	*	3	2	3
ARTLY	*	*	*	8	*	*	*	3
KATSH	*	*	*	8	*	*	*	3
INFAN	2	2	4	6	*	3	2	3
S A M	*	*	*	3	*	*	*	2

* Indicates that the unit cannot enter that mode.

A unit in PDEFN or DEFN mode will be pinned (unable to move) if it is within two hexes of an Enemy unit. *Exception: SAM units cannot pin.*

4.2 Mode Change

To change mode a unit expends MP's based on its efficiency.

EFFICIENCY	: 0 to 2 : 3 to 5 : 6 to 7
MODE CHANGE COST	: 2 1 0

To calculate the new movement allowance during a mode change the following formula is used:

NEW MOVEMENT ALLOWANCE = (MP's LEFT − MODE CHANGE COST) × (NEW MP ALLOWANCE FROM TABLE) / (OLD MP ALLOWANCE FROM TABLE)

When the 'C' key is used the new allowances for each mode will be displayed (with ★★ being displayed if the unit cannot enter that mode) so that the player need not precalculate the values.

EXAMPLE:

An Egyptian TANK unit in TRANS mode, efficiency 4, with 8 MP's remaining would have the following screen presented after hitting the 'C' key.

MODE CHANGE

MVE ALW = 8 EFFCNCY = 4 MD COST = 1

(N)RMAL . . . 4 (T)RANS . . . 8 (R)IVER . . . ★★

(A)TTCK . . . 1 (F)IRE . . . 2 (SPC)

The 8 after the (T)RANS would be in inverse, indicating the mode the unit is now in. All other values are the movement allowances the unit would have if it switched to that mode. The unit cannot switch to RIVER mode as only Israeli units have that option.

A unit with a low efficiency may be caught in a position where it cannot change mode (such as a unit in DEFN mode with an efficiency of 0). In this case the player must order the unit into REOR mode and wait until its efficiency builds up.

4.3 Terrain

The following types of terrain are used in the game:

TERRAIN	MOVEMENT COSTS (MP's)	COMBAT BONUS
OPEN	1	0
LIGHT ROUGH	2	1
ROUGH	3	3
FOREST	2	2
VILLAGE	1	1
TOWN	1	2
DESERT	2	1
LAKE	*	*

NOTE: A unit in TRANS mode will always pay 1 MP to enter any hex. A unit may only enter a hex if it has sufficient MP's to do so. Once a unit expends all its MP's or has no legal move (and has completed at least one move or changed mode) its movement phase will be terminated.

NOTE: This restriction may mean that a player may have to choose between firing or moving an artillery unit.

There is no additional cost involved in entering or leaving an ECH. Combat will be initiated on moving into an ECH (exception 4.10).

4.4 Hidden Movement

⁺A unit, at the beginning of its movement phase, may be hidden (using c/H) as long as it is:

not stacked with another unit.

not adjacent to an enemy unit.

not in TRANS mode.

Hidden units may not stack with another unit, nor may an exposed unit enter the same hex as a hidden unit.

Hidden units cannot sight non-adjacent, hidden, enemy units.

If a hidden unit tries to enter TRANS mode or enters the artillery phase (using c/F) it will become exposed.

SAM units may not be hidden.

NOTE: c/H can also be used to expose a hidden unit at any time.

4.5 Sighting

An exposed unit, when moving, may sight (and cause to become exposed) hidden enemy units.

Whether a hidden enemy unit will be sighted depends on the type of terrain and mode it is in.

A hidden enemy unit in PDEFN, DEFN or FIRE mode will only become exposed if a friendly unit moves adjacent. A hidden enemy unit in any other mode will be sighted as soon as an exposed friendly unit comes with sighting distance of it. The table of sighting distances is below.

NOTE: When a unit is exposed, the speaker will sound.

SIGHTING DISTANCE

HIDDEN UNIT IN:

OPEN	: 5
LIGHT ROUGH	: 3
ROUGH	: 2
FOREST	: 2
VILLAGE	: 3
TOWN	: 3
DESERT	: 5

4.6 Order Phase

At the beginning of a unit's movement phase an order may be given by hitting c/O.

RECON, BRIDG and SAM units cannot be given orders.

TANK, APC, HFTRK, BDM or INFAN units can be given the following orders:

(D)EFEND

(R)EORGANIZATION

(M)OVE/DELAY

If either 'R' or 'D' is hit, the unit will enter that mode and the unit's movement phase will be terminated.

If 'M' is hit the player may give the unit a delayed order. Delayed orders allow the players to prepare ambushes for enemy units. Delayed orders are given in three parts:

1. MODE (N) (A)

When the delayed move is performed the unit will enter (N)ORM or (A)TTCK mode.

2. HEX

The cursor is moved to the trigger hex (which must be within four hexes of the unit) and hits c/F. The trigger hex is the hex that will cause the friendly unit to move once entered by an enemy unit.

3. MOVE

The player can now enter up to four moves (using the keys 1 to 6) that will be performed when an enemy unit enters the trigger hex. One to three moves can be entered by hitting c/F to terminate the order.

NOTE: c/X can be used to return to the unit without penalty.

When an Enemy Unit enters the trigger hex, or begins its move in a trigger hex, all Friendly units targeted on that hex will move. The computer will disallow any illegal moves and will terminate the order when the MP allowance runs out.

SPG, ARTLY and KATSH units may delay fire on any non-night turn. (F)IRE DELAY will appear on the screen and when F is hit the artillery phase will be entered with the normal command keys in operation except that when the player fires, using c/F or c/R, the hex becomes a trigger hex.

c/X will return control to the unit without penalty.

The delayed order given to a unit will remain in effect until the unit moves or is engaged in combat.

A unit which moves in the opponent's movement phase, using a delayed order, may move normally in the next friendly Player Turn. During the delayed move/fire the computer may adjust the screen to enable the player(s) to see the action.

After the delayed action has been completed control will pass back to the unit which triggered the action (if it is still there).

The delayed order will stay in effect until the unit moves or is engaged in combat.

NOTE: c/O and c/H (to hide a unit) can only be hit before a unit moves or changes mode.

4.7 Auto Move

A player may opt to use the Auto Move facility built into the system. This is switched on and off at any time using c/M. If the Auto Move is on, then whenever a unit finishes its movement phase, the computer will find the closest unit which has yet to move and pass control to it.

When in normal mode (with the cursor being moved round the screen) the player can hit 'M' and the nearest unit, which has yet to move, will become active. The ESC key can be used to enter the movement phase with Auto Move on, or to leave the movement phase with Auto Move off. This is the most convenient way to move into and out of the movement phase.

NOTE: SAM units will be not be activated by Auto-move. A player will have to move these units individually. After the first Israeli move the Auto-move will take ARTLY units before the others (all other units are temporarily left until all artillery units are moved — see the 'L' key).

4.8 The 'L' Key

Unit is left when Auto Move is on by hitting the 'L' key. All possible units may then be moved and the computer will return to it. When there are no units left to move normally, the computer will return to the left units. A unit may be left more than once per movement phase. In fact a unit may be continually left until the player ends his turn. This allows a unit that begins its turn in a ECH to avoid being forced to attack enemy unit(s) during the turn. A unit may not be left if it has moved or changed mode.

4.9 Movement Restrictions

There may be no more than two units in any hex (exception 9.0). No unit may enter a hex that is occupied by a hidden unit, nor may a hidden unit enter a hex occupied by any other unit.

No unit may enter a LAKE hex.

Only units in RIVER mode may cross the Suez Canal (except at the Ismaili bridge). No Egyptian unit may enter RIVER mode, but they may cross the canal at the Ismaili bridge after turn 8. Israeli TANK and SPG units may only cross the Suez Canal at a bridge or if in RIVER mode and stacked in a hex with the BRIDG unit which is also in RIVER mode.

Units in TRANS mode may only enter OPEN, TOWN and VILLAGE hexes unless travelling along a road.

Units in PDEFN or DEFN mode will be pinned (unable to move) if they are within two hexes of an Enemy unit (exception: SAM units cannot pin).

4.10 Turn One

During turn one any Israeli unit in TRANS mode which enters an ECH will not initiate combat. This represents the element of surprise which occurred during the early hours of the battle.

4.11 Night Movement

During night turns all normal movement costs and combat bonuses are in effect.

Sighting is restricted to two hexes.

There are no Artillery or Airstrike phases during a night turn.

5.0 ZONES OF CONTROL

The six hexes immediately surrounding a unit constitute that unit's Zone Of Control.

Any Enemy unit that is in a Friendly Zone Of Control, if hidden, will become exposed.

An Enemy unit cannot retreat into a Friendly Zone Of Control.

5.1 Enemy Controlled Hexes

A hex that is adjacent to an enemy unit BUT DOES NOT HAVE AN INTERVENING 'CANL' HEXSIDE is classified as an Enemy Controlled Hex (ECH).
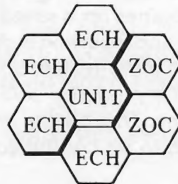
NOTE: An Israeli unit in RIVER mode may attack adjacent Egyptian units across a CANL hexside (if the unit could legally move across the Canal).

6.0 COMBAT

When a friendly unit enters an Enemy Controlled Hex (or the c/C or Q key is used) combat is initiated (exception see 4.10).

The computer resolves combat taking into account terrain, unit strengths, unit effectiveness, adjacent enemy and friendly units, modes of attacker and defender and the types of units engaged. The results are then implemented.

This procedure is explained in detail in the Appendix.

All units can initiate combat although some units would be advised not to do so.

6.1 Restrictions

Only Israeli units in RIVER mode may attack across the Suez Canal, and then only if it would be a legal move.

Units attacking in ATTCK mode cause losses to both attacker and defender to be increased.

6.2 Combat Resolution

After combat has been resolved there can be three results:

1) Both units can suffer step losses in both strength and efficiency.
2) The defender is forced to retreat.
3) The attacker and/or defender may be eliminated.

6.3 Artillery Bonus

If a unit is hit by artillery fire it will suffer a disadvantage (in addition to any strength points lost) if attacked before its next movement phase. Additional barrages will have no further effect (as far as combat is concerned).

6.4 Retreats After Combat

Any Enemy unit may be required to retreat during combat to avoid taking excessive losses. In that case the unit will switch to NORM or FIRE (for artillery units) mode and retreat (the computer will conduct the retreat).

The attacking unit takes losses normally and if it has MP's remaining it may move and/or attack again.

A retreating unit must obey the following restrictions:

It cannot cross a CANL hexside, except at a bridge.

It must obey the normal movement restrictions.

It may not enter a ZOC.

If a unit cannot retreat, it will enter DEFN mode (if that is possible), and take losses normally. A unit which retreats suffers no losses. A retreating unit may cause hidden units to become exposed. If a unit is attacked by another unit in delayed/move and forced to retreat, its movement phase will be terminated.

A unit may retreat any number of times during one Player-Turn. A unit will retreat if the SHIFT minus 2 is greater than, or equal to, its strength. A unit will retreat an additional hex if the SHIFT minus 7 is greater than, or equal to, its strength (see Appendix).

NOTE: If the attacking unit is eliminated and the defending unit is required to retreat, then the retreating unit may move into the hex vacated by the attacking unit.

6.5 Combat Display

The following information will be displayed on combat:

UNIT (type)
MODE (of unit attacked)
STRENGTH (HEAVY, MEDIUM or LIGHT)
RESISTANCE (HEAVY, MEDIUM or LIGHT)

Strength of 1 to 5 is LIGHT, 6 to 10 MEDIUM and 11+ HEAVY. Resistance of less than SHIFT 2 is HEAVY, 2 to 6 MEDIUM and 7+ LIGHT.

7.0 ARTILLERY (c/F)

All units with a RNGE greater than zero can enter the Artillery Phase from their movement phase. This Phase represents long range artillery as well as heavy weapons possessed by most units.

There is no Artillery phase or Delay/Fire during a night turn.

7.1 Procedure

A unit in FIRE mode may enter the Artillery Phase by hitting c/F, but only if the unit is not in an ECH. The Artillery screen will be displayed in the lower right hand corner with the following information:

RANGE = xx (number in inverse if out of range)
UNIT TYPE(S) (Enemy units that the cursor is over)

The player positions the cursor over the Enemy unit, using the 1 to 6 movement keys, and can then hit:

c/F to Fire and leave the cursor above the unit.

c/R to Fire and return the cursor to the firing unit.
(in Auto-move this will affect which unit is chosen next for movement).

c/X can be used at any time to return control to the firing unit without penalty.

When the Artillery unit fires, all units in the target hex, whether hidden or exposed, Enemy or Friendly, will be affected. A unit cannot fire on itself.

NOTE: See Appendix for a more detailed explanation.

7.2 Artillery Sighting

A unit may only fire on a hex that is at most two hexes from a Friendly exposed unit. A player will not be able to fire at a hex that is not sighted.

7.3 SAM Units.

Although SAM units have a range of 15 hexes they may not fire during the Artillery Phase. See 8.0 for more details.

7.4 Fire Resolution

Damage is resolved taking into account the strength of the firing unit, the M.P.'s the firing unit has remaining, the type of unit attacked,

and the terrain and mode the attacked unit is in. The attacked unit will suffer a loss of 1 to 3 strength points. The attacked unit will suffer a two shift loss if attacked by any unit before its next movement phase. If the unit's strength is reduced below 5, then, if it is legal, the unit will go to DEFN mode and take no further losses. Units which cannot enter DEFN mode will take losses normally. Units in reorganization mode will remain in reorganization mode.

8.0 AIRSTRIKE (c/A)

During the Israeli Player-Turn the player may call from one to three airstrikes on Egyptian positions (see game information card). Airstrikes will cause damage depending on the normal artillery restrictions (except that it is not restricted to the 3 point damage limit) as well as the presence of SAM units. Any SAM unit within 15 hexes of the airstrike will cause the damage to be reduced by 1 strength point; any SAM unit within 5 hexes will cause the damage to be reduced by 2 strength points; and any SAM unit within 2 hexes will cause the damage to be reduced by 3 points. Airstrikes have an effective strength of 40 when attacking Enemy positions. Airstrikes will also give the Israeli player a combat bonus when attacking a unit that has been hit by an airstrike (same as a unit attacked by artillery). There is no airstrike phase during night turns. In order to execute an airstrike, place the cursor over the enemy unit and type c/A and then c/F.

The Egyptian player may neutralize the Israeli Air Force twice during the game. By typing c/A and answering YES during the Egyptian turn, the Israeli airstrikes during the next turn are cancelled.

NOTE: The two numbers shown in parentheses when c/A is pressed are the numbers of SAM units within 5 hexes and within 15 hexes.

9.0 REINFORCEMENTS

During the course of the game both sides will receive reinforcements which will arrive on specified hexes at the beginning of a Player-Turn. The units will arrive in one oversized stack so that they may be moved off, one at a time, until all units have been moved.

If an enemy unit is situated within four hexes of the entry hex, the reinforcement may be automatically redeployed to another hex so that they are not trapped.

10.0 REORGANIZATION

Many Israeli and Egyptian units can reorganize (see 4.1). If a unit is in REOR mode at the beginning of a friendly player-turn then its strength and efficiency will be increased unless there is an enemy unit adjacent. An Israeli unit will increase its strength by 4 (for each turn that it remains in REOR mode), to a maximum of 16, and its efficiency is increased by 2, to a maximum of 7. An Egyptian unit will increase its strength by 2, to a maximum of 10, and its efficiency is increased by 1, to a maximum of 4. A unit in REOR mode will not retreat nor enter DEFN mode as a result of combat or artillery fire. This makes units in REOR mode vulnerable to attack.

11.0 BRIDGING

During the battle, units, including a number of tanks, crossed the Suez Canal using amphibious trucks and floats. The main force had to wait for the bridging equipment to be brought up so that the battalions could be shifted across quickly and supplies could follow. The progress of the bridge was slow and tanks were used to tow the main sections. The bridge came under long range artillery fire many times during the battle but this was, for the most part, ineffective. Any Israeli unit in RIVER mode may cross the Suez Canal if stacked with the bridging unit, which must also be in RIVER mode.
NOTE: By shifting the bridging unit across the canal, units can be moved both ways during the same player-turn.

12.0 SAVING THE GAME

At the end of each game-turn the player(s) will be given the option of saving the game. If the game is to be saved at that point hit the "S" key and follow the instructions that appear. You will need to have an SSI initialized disk (or initialize a disk at this stage) to save the game.

12.1 Restarting the Game

When the menu first comes up, a saved game can be restarted by hitting the appropriate key and following instructions. All other options at the start will be ignored if the restart option is on.
NOTE: On any restart the player(s) will be given the option of a solitare/two player game. This allows an interesting position, set up in a two player game, to be continued by the computer.

13.0 SOLITAIRE

If a player chooses the solitaire option, the computer will control the Egyptian forces.

13.1 The Level Structure

There are 4 levels of computer play. They are:

Level 1: advanced strategy — hidden movement — upgraded Egyptian units

Level 2: advanced strategy — exposed movement — upgraded Egyptian units

Level 3: simple strategy — hidden movement

Level 4: simple strategy — exposed movement

Level 1 is the hardest level. Level 4 is the easiest level.
See scenario card for details of reinforcements, etc.
NOTE: By saving and restarting a game the two player and solitaire options may be changed.

14.0 SCENARIOS

There are three scenarios in this game: the Historical 20 Turn, Historical 10 Turn, and Free Setup scenarios. The Free Setup scenario assumes that the Egyptian player had advance knowledge of Israeli plans. This scenario allows the Egyptian player to set up a defense in depth with hidden units.

14.1 Victory Conditions

See game information card for details on victory conditions.

15.0 HISTORICAL NOTES

On the morning of the 6th of October 1973, five Egyptian divisions attacked along the 160 Kms of the Suez Canal, which was defended by 460 Israeli soldiers in the seventeen strongpoints of the Bar-Lev line. The Egyptians were well prepared and equipped with the latest anti-tank weapons. After crossing the Canal they established defensive positions and decisively dealt with the Israeli counterattacks that were launched against them over the next few days.

The Israelis knew that they must end the war quickly as the majority of the army consisted of part-time soldiers and the economy could not stand a long war of attrition. Reconnaissance had determined that a gap existed in the Egyptian lines and it was decided to attack,

cross the canal, and encircle the Egyptian forces on the west bank.

The Egyptians resumed their attack on the 14th but, after meeting heavy resistance, returned to the Suez. The Battle of the Chinese Farm, named after a Japanese agricultural station in the area, began on the evening of the 15th. Initial surprise allowed Israeli forces to cross the canal, with the ensuing fighting resulting in the largest tank battle of modern times.

16.0 BASIC TACTICS

The Israeli player must conserve his forces while clearing and maintaining a corridor for his bridging unit. A reserve force should be kept to deal with any Egyptian attack.

The Egyptian player must take his cue from the Israeli player and attack only when success is virtually assured.

Both sides should use the ability of units to provide covering fire before an attack to increase the odds. Players will be hard pressed to maintain an efficient attacking force. Remember that a unit caught moving with Delay/Move must counterattack and could suffer large losses.

17.0 DESIGNER'S NOTES

Southern Command is a further development of the system used in Rebel Force and Operation Apocalypse. The game takes into account the area occupied by the 16th Infantry and 21st Armoured Divisions of the Egyptian Second Army. In the game, two values are used to determine a unit's ability: its strength and its efficiency. The efficiency represents the force that a unit was able to apply in combat. An Israeli Tank battalion, even though reduced to a few tanks, was capable of stopping an Egyptian attack. The strength represents the number of men and machines that unit could bring to bear in combat. The reorganization of units represents the ability of a side to rearm, refuel, and repair its units as well as replace losses. The Israelis had a very efficient logistics network and their units were able to rejoin the fight at almost full strength even though they had taken many losses. Although the attrition rate was high, very few battalions were lost during the battle. The game system has tried to reflect this by making it very hard to destroy a unit unless it is surrounded or attacks unwisely.

18.0 ACKNOWLEDGEMENTS

APPENDIX

The following tables are used in resolving the combat and artillery actions during the game.

TERRAIN SHIFT TABLE

OPEN : 0
L ROUGH : 2
ROUGH : 3
FOREST : 3
VILLAGE : 1
TOWN : 2
DESERT : 1

TYPE vs MODE SHIFT TABLE

MODE OF UNIT

UNIT	PDEFN	DEFN	NORM	TRANS	RIVER	ATTCK	REOR	FIRE
TANK	2	1	1	0	−2	5	0	0
SPG	*	*	*	−3	−3	*	*	−1
APC	1	0	0	−1	−2	5	−1	0
HFTRK	1	0	0	−1	−2	5	−1	0
BRIDG	*	*	−2	−3	−2	*	*	*
RECON	*	*	0	−1	−2	*	*	*
TANK	2	1	1	0	*	5	0	0
BDM	1	0	0	−1	*	5	−1	0
ARTLY	*	*	*	−3	*	*	*	−1
KATSH	*	*	*	−3	*	*	*	−1
INF	5	3	0	−1	*	4	−1	0
SAM	*	*	*	−6	*	*	*	−6

TYPE vs TYPE SHIFT TABLE

ATTACKING UNIT	DEFENDING UNIT					
	TANK	BDM	ARTLY	KATCH	INF	SAM
TANK	0	1	3	3	−1	4
APC	−1	0	1	1	2	3
HFTRK	−2	−1	0	0	2	3
RECON	−2	−1	−1	−1	−1	0
	TANK	SPG	APC	HFTRK	BRDG	RECON
TANK	0	1	1	3	4	2
BDM	−1	0	0	1	3	1
INF	0	0	−1	0	2	1

ARTLY units attack with a shift of −10

ARTILLERY SHIFT TABLE

TANK	SPG	APC	HFTRK	RECON	BRIDG
−2	2	0	1	1	−5
TANK	BDM	ARTLY	KATSH	INF	SAM
−2	0	3	3	−1	0

COMBAT RESOLUTION TABLE

DEFENDER'S LOSSES

SHIFT	−4	−3	−2	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	
STRENGTH	0	0	0	0	0	0	1	1	1	1	2	2	2	2	3	3	3	(4)
EFFICIENCY	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	2		(3)

ATTACKER'S LOSSES

SHIFT	−4	−3	−2	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	
MOVEMENT	4	4	3	3	3	2	2	2	1	1	1	0	0	0	0	0	0	(3)
STRENGTH	3	3	3	2	2	2	2	2	1	1	1	1	0	0	0	0	0	(5)
EFFICIENCY	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	(4)
RESISTANCE	←	HEAVY		→	←MED→		←	LIGHT	→									

The number represents the points that will be subtracted from the unit, although this could be modified by retreat results. The number in parentheses indicates the repeat value, the number of times a number will repeat before it is incremented/decremented by one. There are no negative losses.

Combat Resolution

Each combat between adjacent units is resolved separately and the results implemented upon completion of the calculation. Combat is resolved in many stages. First the basic shift is calculated and then adjustments (+/−) are added to this shift, as outlined below.

1. Basic strength ratio:

The strength of the attacking unit divided by the strength of the

defending unit is calculated, rounded down, and termed the basic shift.

2. Terrain shift:

The defending unit gets a benefit depending on the terrain the unit is in. The terrain shift is subtracted from the basic shift.

3. Adjacent units:

The attacker gains a +2 shift for each friendly unit adjacent to the defending unit and has a −2 shift for each enemy unit adjacent to the attacker.

4. Type vs Type shift:

The Type vs Type shift table is consulted and the value added to the basic shift.

5. Mode shifts:

The Mode shift table is consulted twice, the attacker adding the mode shift and the defender subtracting the mode shift.

6. Effective shifts:

The efficiency of the attacker is added, and the efficiency of the defender is subtracted, from the basic shift.

7. Artillery shift:

If the attacked unit has been hit by artillery fire (or an airstrike) during the friendly player's turn then 2 is added to the shift.

8. Random shift:

There is a 50% chance that the final shift will be adjusted, either up or down, by 1.

NOTE: If the attacker is in ATTCK mode the losses callculated for it will be taken from the final shift −10. If the defending unit is in ATTCK mode, no matter what mode the attacker is in, the attacker will receive a +5 shift bonus.

9. Resolution:

The combat results table is used to calculate the results.

10. Additional MP costs:

One additional MP is lost for each combat. One MP is lost each time c/C is used.

Artillery Resolution

All units with a RNGE value greater than zero can enter the artillery phase. The losses are calculated using the procedure outlined below:

1. Basic attack strength:

The strength of the firing unit is divided by four and added to half the firing unit's movement allowance (both rounded down).

2. Mode adjustments:

The following adjustments are made for each unit in the target hex:

PDEFN	DEFN	−3
NORM	ATTCK	0
RIVER	FIRE	1
TRANS	REOR	2

This value is added to the total.

3. Terrain bonus:

Half the terrain bonus (rounded down) is added to the total.

4. Artillery table:

The Artillery table is consulted and the value added to the total.

5. Resolution:

The value is then modified so that it lies between 1 and 3 and that number of strength points is subtracted from the unit.

NOTE: A unit may enter DEFN mode if its strength would be reduced below 4 strength points. If the unit cannot enter DEFN mode then it will take losses normally.

Airstrike

Damage is calculated as in 16.2 except that there is no limit to damage caused and the damage will be reduced due to the presence of SAM units. For each SAM unit within 2 hexes, damage will be reduced 3 points. For each SAM unit between 3 and 5 hexes, damage will be reduced 2 points. For each SAM unit between 6 and 15 hexes, damage will be reduced 1 point. An airstrike will have an effective strength of 40 for resolution purposes.

Example of combat

Assume an Israeli tank unit with a strength of 20 an efficiency of 6 and in normal mode is attacking an Egyptain infantry unit with a strength of 11 an efficiency of 5 while in defense mode in a desert hex. Also, the Egyptian unit has just been attacked by Israeli artillery while two additional Israeli units are adjacent to the Egyptian units and one additional Egyptian unit is adjacent to the attacking Israeli unit. The following is a calculation of the combat shift as described in steps 1 to 8 in section 16.1 above:

1) The strength ratio is 20/11 or 1 to 1 and thus the basic shift is 1.

2) The terrain shift is 1 (sand) and thus 1 is subtracted from the basic shift. We now have a shift of 0.

3) The attacker gains 4 for adjacent friendly units while losing 2 for the adjacent enemy unit. Thus 2 is added to the basic shift. We now have a shift of 2.

4) The type vs type shift in this case is −1. Thus 1 is subtracted from the basic shift. We now have a shift of 1.

5) The mode shift for the attacker is 1 while the mode shift for the defender is 3. We add the attacker's shift and subtract the defender's shift from the basic shift. We now have a shift of −1 (1+1−3).

6) We add the efficiency of the attacker, which is 6, and subtract the efficiency of the defender, which is 5, to the basic shift. We now have a shift of 0 (−1+6−5).

7) Since the Egyptian unit has just been hit by artillery fire we add 2 to the basic shift. We now have a shift of 2.

8) The computer may at this time adjust the shift up or down one point randomly (it may be left unchanged). We will assume the computer does not change the shift in this attack.

The shift arrived at is 2, which will cause the loss of one Egyptian strength point and the loss of two Israeli strength points and two Israeli movement points. The player would only be notified that the Israeli unit encountered a HEAVY defending unit which put up MEDIUM resistance.

CREDITS

You never thought your computer could be this exciting!